# 1. BIBLIOGRAPHY


**Anderson, Sargent(2009),** "Investigation into Scheduling for an Interactive Computing System", IBM journal of research and development,18,2,pp 125-137

**Azzedine Bouke et.all(2011),** "Routing protocols in ad hoc networks: A survey" , 55 (2011) 3032–3080

**Aacem, I., Hammadi, S., Borne, P.(2002)**, "Approach by localization and multi objective evolutionary optimization for flexible job-shop scheduling problems", IEEE Transactions on Systems, Man, and Cybernetics, Part C, 2002, Vol. 32, No. 1, pp. 1-13.

**Aaron Patrick Titus (1998),** "Integrating video and animation with physics problem solving exercises on the World Wide Web". A dissertation submitted to the Graduate Faculty of North Carolina State University.

**Beichner, R. (1997),** "The Impact of Video Motion Analysis on Kinematics Graph Interpretation Skills", American Journal of Physics, 64, 1272-1277.

**Binder, Kurt, and Dieter W. Heermann (2010),** "Monte Carlo simulation in statistical physics: an introduction", Springer, 32.

**David J. Nicol (2003),**"Peer Instruction versus Class-wide Discussion in Large Classes: a comparison of two interaction methods in the wired classroom", Studies in Higher Education, Volume 28, No. 4, October 2003.

**Derek Alexander Muller (2008), "**Designing Effective Multimedia for Physics Education", .A thesis submitted in fulfillment of the requirements for the degree of Doctor of Philosophy.

**Dos Santos, Renato P. (2009),** "Second Life Physics: Virtual, Real or Surreal?", Journal of Virtual Worlds Research 2.1

**Elizabeth A. George and Maan Jiang Broadstock (2000),** "Observing students' use of

computer-based tools during collision experiments".

**Feng Wang and Thomas C. R. (2003), "**Why Do Teachers Need to Use Technology in Their Classrooms? Issues, Problems, and Solutions", Computers in the Schools, Vol. 20(4) 2003.

**Hale, M. E., Oakey, J. R., Shaw, E. L., & Burns, J. (1985)**, "Using Computer Animation in Science Testing", Computers in the Schools, 2, 83-90.

**Huifen Lin (2011)**, "Facilitating Learning from Animated Instruction: Effectiveness of Questions and Feedback as Attention-directing Strategies", Educational Technology & Society, 14 (2), 31–42.

**Irving, Scott, and Yong Liu. (2004),** "Free drop test simulation for portable IC package by implicit transient dynamics FEM", Electronic Components and Technology Conference, 2004. Proceedings. 54th. Vol. 1. IEEE,

**Kang, X., et al. (2003),** "Parameter extraction for a physics-based circuit simulator IGBT model", Applied Power Electronics Conference and Exposition, 2003. APEC'03. Eighteenth Annual IEEE. Vol. 2. IEEE.

**Kathleen Koenig (2010),** "Building Acceptance for Pedagogical Reform through Wide-Scale Implementation of Clickers", Journal of College Science Teaching, 46-50.

**Larry Cuban, Heather Kirkpatrick and Craig Peck (2001), "**High Access and Low Use of Technologies in High School Classrooms: Explaining an Apparent Paradox", American Educational Research Journal Winter 2001, Vol. 38, No. 4, pp. 813—834.

**Lippmann R. F. (2003),** "Students' understanding of measurement and uncertainty in the physics laboratory: social construction, underlying concepts, and quantitative

analysis", Dissertation2003.

**M. V. Davier, D. Urhahne, H. Prechtl, M. Schenzer, M. Prenzel (2011), "**Self-regulation, motivation, learning-preferences, and animations in a computer-based learning environment", American Educational Research Journal Winter 2011, Vol. 38, No. 4, pp. 523—540.

**M. Wilson and Edward F. Redish (1989),** "Using computers in teaching physics", American Institute of Physics, 36-37.

**N. D. Finkelstein, W. K. Adams, C. J. Keller, P. B. Kohl, K. K. Perkins, N. S. Podolefsky, And S. Reid (2005)**, "When learning about the real world is better done virtually: a study of substituting computer simulations for laboratory equipment", The American Physical Society, 1554-9178, 01-06.

**Raymond Ravaglia, J. Acacio de Barros, and Patrick Suppes(1995), "**Computer-based instruction brings advanced-placement physics to gifted students", Computers in physics, vol. 9, no. 4.

**Redish and Wilson (1992),** "Physics has changed significantly since but teaching and research of physics has changed very little", Couple project.

**Reif, F., Larkin J. H., & Brackett, G. C. (1976),** "Teaching general learning and problem solving skills", American Journal of Physics, 44, 212-217.

**Schut, Martijn C (2010)**, "On model design for simulation of collective intelligence. Information Sciences", 180.1 (2010): 132-155.

**Scott W. Bonham, Duane L. Deardorff, Robert J. Beichner (2003),** "Comparison of Student Performance Using Web and Paper-Based Homework in College-Level

Physics", Vol. 40, no. 10, pp. 1050–1071 (2003) .

**Taylor, Tim, and Colm Massey. (2001)**, "Recent developments in the evolution of morphologies and controllers for physically simulated creatures", Artificial Life 7.1 (2001): 77-87.

**Tolga Gok (2010)**, "A new approach: Computer-assisted problem-solving systems", Asia-Pacific Forum on Science Learning and Teaching, Volume 11, Issue 2, Article 10, p.1 (Dec., 2010)

**Wegener, Margaret, et al., (2012), "**Developing a virtual physics world", Australasian Journal of Educational Technology, 28.3 (2012): 504-521.

**Wolfgang Christian (1999), "**Physlets: delivering media-focused problems anytime anywhere", Computer Physics Communications, 121–122 (1999), 569–572.

**Wolfgang Christian (2000),** "Java programming and Internet technologies for undergraduate education", Computer Physics Communications, 127 (2000), 16–22.

**Wolfgang Christian (2001), "**Computers in Physics Education", Computer Physic Communications, 1-6.